

CLAIMS AS FILED - PART I

		(Column 1)	(Column 2)
TOTAL CLAIMS			
FOR		NUMBER FILED	NUMBER EXTRA
TOTAL CHARGEABLE CLAIMS		minus 20 =	=
INDEPENDENT CLAIMS		minus 3 =	=
MULTIPLE DEPENDENT CLAIM PRESENT			<input type="checkbox"/>

SMALL ENTITY TYPE		OTHER THAN OR SMALL ENTITY	
RATE	FEES	RATE	FEES
BASIC FEE	150.00	OR BASIC FEE	300.00
X\$ 25 =		OR X\$50 =	
X100 =		OR X200 =	
+180 =		OR +360 =	
TOTAL		OR TOTAL	

* If the difference in column 1 is less than zero, enter "0" in column 2

CLAIMS AS AMENDED - PART II

		(Column 1)	(Column 2)	(Column 3)
AMENDMENT A		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR
				PRESENT EXTRA
Total	45	Minus	116	=
Independent	6	Minus	21	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				<input type="checkbox"/>

SMALL ENTITY		OTHER THAN SMALL ENTITY	
RATE	ADDITIONAL FEE	RATE	ADDITIONAL FEE
X\$ 25 =		OR X\$50 =	
X100 =		OR X200 =	
+180 =		OR +360 =	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	

		(Column 1)	(Column 2)	(Column 3)
AMENDMENT B		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR
				PRESENT EXTRA
Total		Minus	=	=
Independent		Minus	=	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				<input type="checkbox"/>

RATE		ADDITIONAL FEE	
X\$ 25 =		OR X\$50 =	
X100 =		OR X200 =	
+180 =		OR +360 =	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	

		(Column 1)	(Column 2)	(Column 3)
AMENDMENT C		CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR
				PRESENT EXTRA
Total		Minus	=	=
Independent		Minus	=	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				<input type="checkbox"/>

RATE		ADDITIONAL FEE	
X\$ 25 =		OR X\$50 =	
X100 =		OR X200 =	
+180 =		OR +360 =	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	

- If the entry in column 1 is greater than the entry in column 2, enter "0".
- If the entry in column 1 is less than 20, enter "20".
- If the "Highest Number Previously Paid For" in THIS SPACE is less than 3, enter "3".
- The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.